ADJUSTMENT ON GAME PC BOARD (EURO CHAMP G25 00679A)

G-CONNECTOR (JAMMA)

4P CONNECTOR

3P CONNECTOR

LENGTH OF

GAME TYPE

CONTINUE

DIFFICULT (D)

PERIOD

3P CONNECTOR	4P CONNECTOR			U	-CUNNE	CIUK	(UAMMA				
1 COIN 3	1 COIN 4		SOLD	ER SIC				NENTS S	IDE		
2 3P SELECT	2 4P SELECT		ND		A		GN				
3 3P LEFT	3 4P LEFT		ND		В		GN				
4 3P RIGHT	4 4P RIGHT		5V								
5 3P UP	5 4P UP		5 V				+5				
6 3P DOWN	6 4P DOWN		5V		F						
7 3P A-BUTTON	7 4P A-BUTTON 8 4P B-BUTTON		12V 0ST		┯╅		PO				
8 3P B-BUTTON	9 49 8-801108		OIN ME	TER 2	- []			IN METE	R 1		
10	10		OIN LO					IN LOCK			
11 SERVICE	111	1 6	PEAKER	(~)	* î			EAKER			
12 COIN METER 3	12 COIN METER 4		OUND G		, i			UND	\ <u>``</u>		
13 LOCKOUT 3	13 LOCKOUT 4		IDEO G		- N	o	VĪ	DEO R			
14 GND	14 GND		IDEO S		P			DEO B			
15 GND	15 GND	S	ERVICE	SW	F	14	VΙ	DEO GNO)		
NO CONVECTOR	S-CONNECTOR	Ī	ILT SW		S						
M2 CONNECTOR	5-CORNECTOR		0IN 2		Ţ			IN 1			
1 VIDEO-RED	1 SOUND (+)		P SELE	CT	U			SELECT			
2 VIDEO-GREEN	2 SOUND (-)		PUP		V			UP			
3 VIDEO-BLUE	3		P DOWN		W			DOWN			
4 VIDEO-SYNC	ł		P LEFT		X			LEFT			
5 VIDEO-GND	J		PRIGH		Y			RIGHT	ON		
			P A-BU					A-BUT1 B-BUT1			
P CONNECTOR !	LG-CONNECTOR	 	P B-BU	IIUN		24		D-BUI	UN		
		-									
- 4P CO	NECTOR T										
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	SOUND VR		ND		- T		GN				
B	4 (+)							·			
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RANK D 2 MIN.

3 MIN.

2.5 MIN.

1.5 MIN.

2P GAME

WITH

WITHOUT

4 SLOTS 4P GAME

2 SLOTS 4P GAME

2P GAME × 2

*

TAITO CORP. 1992

8-WAY JOYSTICK

A-BUTTON

B-BUTTON

OFFENSE
SLIDING
OUGH PLAY (PUNCH, KICK, etc.)



SUPER TECHNIQUES



USE THIS FOR AVOIDING AUTO-MATICALLY OPPONENTS SLIDING!!



KEEP THE A-BUTTON PRESSED WITHOUT TURNING THE JOYSTICK!!



PRESS THE B-BUTTON IN FRONT OF AN OPPONENT!!



TURN THE JOYSTICK TO THE RIVERSE DIRECTION AND PRESS THE B-BUTTON!!



VARIOUS KINDS OF SHOOTINGS

IT CHANGES DEPENDING OF THE TURNING DIRECTION OF THE JOY-STICK! MAKE SURE OF THE OTHER SHOOTING BY YOURSELF!!



SHOOT THE BALL TO THE BACK DIRECTION!!



DIRECTLY VOLLEY-KICK, WHILE JUMPING HORIZONTALLY!!

SELECTION METHOD WHEN A MULTI-PLAYER GAME IS PLAYED

★WHEN SELECTING DIFFERENT NATIONAL FLAGS,

A PLAYER-AGAINST-PLAYER GAME CAN BE PLAYED!

★WHEN SELECTING A SAME NATIONAL FLAG.

A COMPETING-AGAINST-COMPUTER GAME CAN BE PLAYED!

